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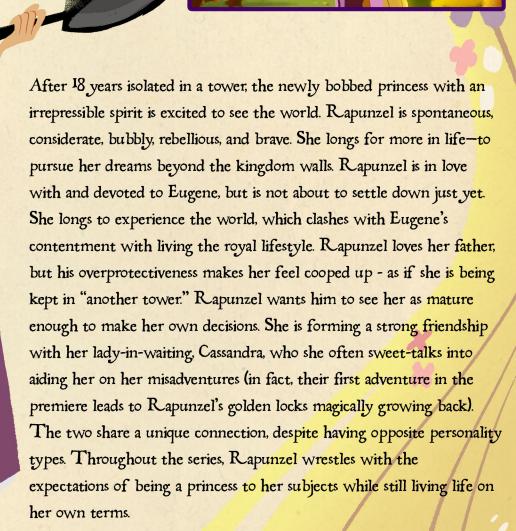


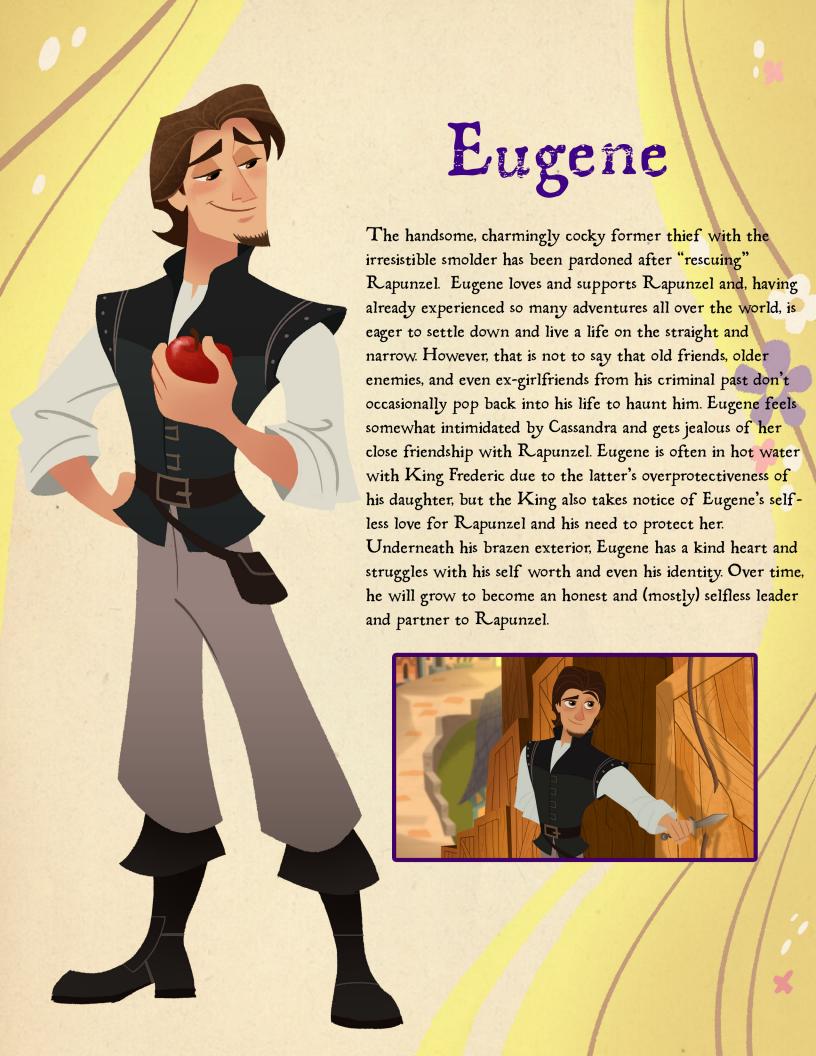


The long blonde hair is back with "Tangled: The Series," an animated series that continues the fantastic adventures of Rapunzel and Eugene (formerly "Flynn Rider") that began in Disney's 50th animated classic, "Tangled." In fact, "Tangled: The Series" takes place between the kisses—that is, after Eugene and Rapunzel's kiss at the end of the movie, and their kiss at the wedding in the short, "Tangled Ever After." Rapunzel is about to assume her role as Princess of Corona, but after a lifetime stuck in a tower, she begins to realize that there is so much more she needs to learn about the world and herself. When she discovers her connection to a bigger destiny, Rapunzel boldly postpones her duties as princess to seek out adventure with Eugene, a former swashbuckling outlaw turned upstanding citizen; newcomer Cassandra, a tough-as-nails lady-in-waiting; Pascal, Rapunzel's plucky, colorful chameleon sidekick; Maximus, the daring, no-nonsense apple-scarfing horse; and, of course, the not-so-secretly-golden-hearted Snuggly Duckling Pub Thugs. "Tangled: The Series" will feature a season of 22 min episodes and some musical tent poles throughout. Our first season's series premiere will be a 55-minute musical special.











Cassandra

An orphan adopted by the Captain of the Guard and raised in the castle, Cassandra is resourceful, organized, precise, independent, competitive and a little bit edgy. Despite becoming a lady-in-waiting, she was raised around/trained by the palace guards and is a skilled fighter. As a result, she often acts as more of a guard for Rapunzel than a lady-in-waiting (mostly because she's the only one that can keep up with the princess). Her street smarts and cunning allow her to help Rapunzel carry out her adventures. Though Cassandra loves Rapunzel and is her good friend and confidante, we'll discover that she is a private person who sometimes holds secrets... even from her best friends. Cassandra loves and admires the Queen and though she would never admit it, Cassandra envies Rapunzel's relationship with her mother. Cassandra gets annoyed by Eugene's vanity, sarcastic sense of humor and perceived sense of entitlement, but the two do find ways to work with one another to help Rapunzel or resolve other problems bigger than their own.





Maximus is daring, powerful, brave, dutiful and fiercely devoted to protecting his friends and the Kingdom of Corona (though at times he can be bribed with apples depending on the offense). His tough exterior is easily penetrated by Rapunzel's sweet nature and he will do anything to keep her happy and safe, even if it means bending the king's rules. Maximus has formed a friendship with Pascal as the two are often the most aware of how dangerous a situation might be, but nobody listens to them... because they don't talk. Despite seeming to have made friends with Eugene by the end of the movie, he still harbors some resentment to the outlaw, viewing him as "the one that got away," so Maximus will take whatever opportunity he can get to show Eugene up.

Pascal



Pascal is Rapunzel's loyal pet chameleon and was her only friend while she was isolated in the tower. Pascal is constantly cheering her up, rooting her on, and refusing to allow her to take steps backwards. Pascal wears his emotions on his skin, literally changing color to suit his mood and often his surroundings. He can often be found on Rapunzel's shoulder or hiding somewhere in her hair, sometimes acting as a "voice" of reason, but more often encouraging her to take things even further.



Pascal's Color Changing Rules

Pascal can change into any color he chooses, and even adopt the characteristics of his surroundings to render himself invisible. He often serves as a representation for what Rapunzel is feeling, so for example if she's embarrassed, Pascal may turn red, and if she's feeling disconsolate, he may turn blue. However, it is important to know that no matter what color his skin changes to, Pascal's eye whites and pupils always remain white.



King Frederic

The King is a fiercely protective father who might come across as a little strict, but loves Rapunzel more than anything. He missed his daughter every day for ¹⁸ years and now that she's back in his life, he's not going to take any chances losing her again. As Rapunzel attempts to enjoy her newfound freedom, King Frederic does everything he can to make sure she does so as safely as possible. It is hard for him to see her as a grown up and instead looks at her as if she is still a little baby in a bassinet. The King trusts Cassandra implicitly, having had a part in her upbringing. He keeps a watchful eye on Eugene to whom he is grateful for helping to rescue his daughter, but isn't too big on his daughter pairing up with a former thief – or any guy for that matter! Though he may be stern and tends to see things as black and white, the King is a good man who only wants what's best for his family and his kingdom.

Queen Arianna

Despite being separated for most of Rapunzel's life, the Queen is especially close to her daughter. The two share a special connection. A beautiful, graceful and kind queen, Arianna often finds herself at odds with the King's protective nature. Though Arianna is supportive of her husband's proclamations in public, in private, her strong will and wisdom sometimes put her at odds with the King. At other times, they prove to be a source of guidance for him. Because the Queen understands Rapunzel's spirit, she will do what she can to help her daughter on her journey to become queen. She finds Eugene endearing and is a bit of a cheerleader for him when she can be.

Pub Thugs

HOOK FOOT - Hook Foot is the youngest, cockiest, and most well read of the Pub Thugs. Like his older brother, Hook Hand, Hook Foot has a dream. He longs to be a dancer. Hook Foot also shares his brother's disdain for Eugene but he adores Rapunzel. Endearingly clueless, our tough-guy, macho man is convinced he can impress the ladies with his fancy footwork. PS. He can't.

BIG NOSE - Big Nose is the most "beautiful" of all the thugs. He is a hopeless romantic, with the tendency to be teased by Hook Foot and the gang. His dream is to find a true love who can see his inner beauty. Truly in touch with his feelings, Big Nose considers himself to be Corona's Poet Laureate and is willing to share his poems with anyone— whether they want to hear them or not.

VLADIMIR - Vladimir is one of the strongest and most menacing of the thugs. His hobby is collecting ceramic unicorns. A man of few words (mostly because he only knows a few words), he's fiercely loyal to his buddies and the Princess.

ATTILA - Attila, otherwise known as "Buckethead," is fierce on the battlefield, but he's even more formidable in the kitchen. After the events of the movie, Attila decided to live out his dream and open his own bakery, "Attila the Bun." Since then, he's sometimes struggled to maintain his tough-guy rep. It's hard for anyone to look dangerous while baking cream puffs.

SHORTY - Shorty is the oldest, craziest, and most harmless of the Pub Thugs. He often pops up in the most random places to offer nuggets of "wisdom" that make little or no sense. Though he's a central part of the Pub Thug gang, he is known to occasionally play sidekick to Eugene. The two have a weird nephew/crazy-great uncle relationship.



CAPTAIN OF THE GUARD - The Captain is the head of Corona's Royal Guard, and spends most of his time working to ensure safety within the Kingdom. He is gruff but fair with a strict sense of order, however he is capable of showing empathy and humility at times. The Captain is also the adoptive father of Cassandra, and although he is very protective over her, he has raised her to be strong and independent, and will eventually come to accept her growing freedom.



PETE THE GUARD - Pete is a well-meaning, upbeat and lovable member of the Royal Guard. What he lacks in know-how he makes up for with charm. Although Pete may not catch every bad guy that crosses his path, he tries his best to protect Corona and keep its villagers safe from harm, while entertaining with a goofy wit.

STAN THE GUARD - Stan is a genial, good-humored and capable member of the Royal Guard. Although he often playfully argues with his pal, Pete, they are best friends who always have each other's back. The two of them are paired together when on patrol, and the slightly wiser Stan has become like a big brother to Pete.



FIDELLA - Fidella is a big, strong, and reliable horse that is often ridden by Rapunzel (although, she doesn't belong to the princess exclusively). Max is quite enamored with the filly and though he usually keeps such feelings to himself, his crush on her is evident.

OWL - Owl is Cassandra's pet, a majestic and loyal feathered friend. Cassandra values him for his companionship, and also uses him as a sounding board and as her "eyes in the sky," as he provides, quite literally, a different perspective on almost any situation.

VARIAN - Varian is an exuberant, bright, young alchemist that lives with his father on a secluded farm on the outskirts of Corona. He is eager to win the approval of others, so when Rapunzel and Cassandra show up at his lab, seeking answers for Rapunzel's mysterious hair, Varian is more than happy to help. Varian is a HUGE fan of the charming, swashbuckling rogue, Flynn Rider, so when he meets Eugene, he instantly idolizes him. Though Varian is well intentioned when we meet him, as the season progresses, a series of circumstances that center around Rapunzel will force him into desperation. And desperation turns into spite. In fact, by the end of season one, we'll come to find Varian is an antagonist force to be reckoned with.





QUIRIN - Quirin is a quiet, fearless, and insightful man who lives a solitary life in the outskirts of Corona where he and his young son, Varian, run a small farm. Quirin is a devoted father, who would do anything to protect his son. He is well respected by the other villagers in his town, who look to him for guidance and protection against outside forces. As the season progresses, we'll discover there's much more to Quirin's past than even his son realizes. Rapunzel will learn that Quirin was once a knight sworn to protect a dark, long-lost, mysterious power, a power that will soon resurface, much to the detriment of Corona.

LANCE STRONGBOW - Lance grew up in the orphanage with Eugene. The two of them became best friends and later became partners in crime. While Eugene has settled down and taken the straight and narrow path, Lance's path isn't so clear and he sometimes acts as the devil on Eugene's shoulder. Lance is self-serving, but at the end of the day he'd give his life for Eugene.

MONTY - A cheerful, elderly, candy shop owner, Monty is the friendliest, most beloved citizen in all of Corona. Yep, everyone who knows "Uncle" Monty loves Uncle Monty and he loves them back. Well, he loves almost everyone back. As we'll discover, something about the free-spirited, ebullient Rapunzel just gets under Monty's craw. In fact, he can't stand her. To Rapunzel (and only to Rapunzel) Monty can be terse, impatient and just plain rude to the princess. His attitude is baffling to the princess and her every attempt to win him over only serves to further feed his flames of ire. He is indeed, "Rapunzel's Enemy."



WRECK MARAUDER - The colossal Wreck
Marauder is both a fearsome warrior and the reigning champion

of The Challenge of the Brave (Corona's biggest sporting event, where gladiators test their mettle against one another in combat). But as massive as Wreck's biceps and pecs are, his ego is even bigger. This competition is his competition! So when upstarts Rapunzel and Cassandra not only enter the contest, but give the brute a run for his money, Wreck is willing to go to any length to protect his title... even if it means removing the competition, permanently.

XAVIER - On the surface, he is a simple village blacksmith, but in truth, the Blacksmith is a mysterious figure in age, origin, and power. He possesses an encyclopedic knowledge of the history of Corona and the magical secrets it possesses, much of which seems to have been learned first hand over many centuries. The Blacksmith is reclusive, but considers himself a protector of Corona and therefore finds his interests aligned with Rapunzel and will help her out by offering sage advice or insight crucial to overcoming a threat or problem.



MRS. SUGARBY - Corona's newest resident, Mrs. Sugarby is just as sweet as her name suggests. That's right; the elderly art teacher is kind, warm and understanding... at least, that's just what she wants you to think. Throughout the course of this episode, Rapunzel uncovers the sweet old lady's dark secret (emphasis on dark)! Sugarby is actually an evil sorceress named Sugracha the Eternal whose "art class" is merely a cover that enables her to cast her dark spells. Not only is she a savvy manipulator, but Sugracha has the ability to transform into a ferocious monster who threatens all of Corona.





RED - Like her best friend Angry, "Red" is also an orphan turned master thief. However, Red is extremely bashful, and barely ever speaks a word. Unlike Angry, docile Red is more inclined to lower her guard around adults that she trusts and just be a kid.

ANGRY - "Angry" is a precocious, clever, smart-alecky young orphan who, along with her partner-in-crime, "Red," briefly terrorizes Corona by stealing money from the villagers. Angry has turned to thieving because she feels it's an easy way out, and she doesn't trust any adults, that is until Eugene, Lance and Rapunzel come into her life.



Season One Character Line Up



Season One Locations

Castle of Corona

The Castle of Corona is surrounded by a bustling village located on a picturesque island, and is home to Rapunzel, Eugene, King Frederic, Queen Arianna and their loyal staff members. Within the castle, there are impressive collections of artwork, elegant furniture and several spacious rooms including a great hall, a guard tower, a throne room, a majestic garden terrace, a dungeon, and a network of secret underground tunnels.





Corona Village

The commercial hub of the Kingdom of Corona, Corona Village is a lively town center. Its cobblestone walk-ways are usually a-bustle with locals, as businesses (which include Monty's Sweet Shop and Feldspar's Cobbler's Shop), cafes and street performers abound.



Season One Locations

Old Corona

Old Corona is a rustic village located on the outskirts of the Kingdom of Corona. It is home to Quirin (a member of The Brotherhood) and his son Varian (the local alchemist), and has been completely ravaged by mysterious black rocks.





Sundrop Flower Site

The spot where the Royal Guard found and dug-up the magical sun-drop flower rests on the edge of a remote cliff. The site is now home to a commemorative plaque which is surrounded by the mysterious black rocks.





Season One Locations

Black Rocks

At first, little is known about the spiky, black rocks which have been rising from the ground with increasing frequency, and the King seeks to keep it this way. What is known is that they are indestructible and relentless in their pursuit of something – a pursuit which has left a swath of destruction in its wake. In time, Rapunzel will come to discover that they are extensions of the Moonstone, the magical counterpart to the Sun-drop, the source of her magical hair.





Our Story

Season One

When the series opens, Rapunzel is struggling with the responsibility of being a princess and dealing with her father's overprotective ways. Eugene unintentionally exacerbates her problems with his strong desire to marry Rapunzel and settle down to a life of luxury in the castle. Though she loves Eugene, Rapunzel realizes there's so much more to experience in the world. Desperate to live life on her own terms, Rapunzel convinces her lady-in-waiting. Cassandra, to help her sneak outside the kingdom to have some fun. While exploring the former site of the magical sun-drop flower, Rapunzel encounters strange rocks that not only glow and move on their own, but—when touched by her—magically cause her long blonde hair to grow back! Rapunzel tries to cut off her hair - but this time it's unbreakable!

As we move through season one, Rapunzel attempts to prove her independence to her father, all while going on various adventures with her friends. Meanwhile, we'll discover that the mysterious rocks are causing damage and other problems within the kingdom. Remembering their reaction to her touch, Rapunzel suspects that she caused all of this. With the help of Eugene and Cassandra, Rapunzel sets off to unravel the mystery of the menacing rocks—all while keeping her special connection to them a secret, especially from the King. However, what she doesn't count on is that a new friend, named Varian, will discover that the rocks are hunting for Rapunzel. As the season progresses, the secret of these black rocks becomes a matter of life and death for Varian and he will stop at nothing to get answers—even if it means going through Rapunzel!

In fact, in our finale, a desperate Varian kidnaps the Queen, in an attempt to draw Rapunzel out. Aware the rocks are coming after her, Rapunzel must convince the King that she is the key to getting the Queen back. Seeing no other option, the King and Rapunzel work together for the first time. They team up with Eugene and Cassandra and set out to rescue the Queen. Ultimately, Rapunzel must face Varian on her own. In a spectacular battle, Varian unleashes his full power, but Rapunzel manages to single-handedly defeat him, saving the Queen and the kingdom in the process.

The King finally sees that Rapunzel is more than a helpless little girl -- she is a confident, strong woman ready to face the world. He gives her his blessing to venture beyond the kingdom walls to solve the mystery of these rocks and -- with the help of Eugene, Cassandra, Maximus, the Pub Thugs and even Pascal -- put a stop to them once and for all...

Rules on Rapunzel's magical hair

When Rapunzel touched the black rocks, the magic of the Moonstone from within caused Rapunzel's hair to magically grow back. Yet the Moonstone's unique powers have given Rapunzel's hair some peculiar attributes—namely it has now become unbreakable, yet it no longer possesses its famous healing powers. Much about the hair is still unknown, but at times, it has been known to act on its own, often in times of extreme stress or danger. Ultimately, Rapunzel must learn to wield her magical hair.









"Tangled Before Ever After" (premiere) – Because of her overprotective father, Rapunzel feels like her new life is a lot like her old one, just a bigger tower, so on the eve of her coronation, she sneaks out and goes on an adventure with Cassandra. While exploring the former site of the magical sun-drop flower, Rapunzel encounters strange rocks that not only glow and move on their own, but, when touched by her, magically cause her long blonde hair to grow back! She finds a way to conceal it, but is forced to reveal her hair in order to protect the castle from sneaky villains. Instead of her heroics proving to the King that Rapunzel is capable of making her own decisions, he only gets stricter with Rapunzel and forbids her to go beyond the walls of Corona.





"What the Hair?!" - Rapunzel and Cassandra venture out to a wizard's cottage to consult with him about what the heck has happened to her hair. Meanwhile, Eugene sets out to prove that he can keep a secret.





"Rapunzel's Enemy" - When Rapunzel is booed during her speech at the annual Goodwill Festival, she makes it her personal mission to befriend the booer. Meanwhile, Cassandra has been given the very important assignment of caring for the festival's official mascot: Gregorio the Gopher.





for most occupations. He decides to try to become a guard, but to pass muster, he must overcome the Captain of the Guard's preconceptions of him as well as his own instincts.

Meanwhile, Rapunzel struggles to land on a persona for her royal portrait.





"Challenge of the Brave" -Rapunzel joins Cassandra as a competitor in the Challenge of the Brave, a tournament where the kingdom's bravest warriors compete in a day of physical challenges, sword-fighting, etc. After getting swept up in a head-to-head competition that puts their friendship to the test, the two discover that their skills are best applied when they work together.





"Cassandra vs. Eugene" - Rapunzel is sick of the constant bickering between Cassandra and Eugene, so she sets them off on a scavenger hunt inside of the same dungeon cell as a bonding experience. They are forced to work together to gain their freedom. Just when Cassandra and Eugene think things couldn't get any worse, they find themselves face to face with the STABBINGTONS.





"The Return of Strongbow" - Eugene's old pal Lance Strongbow sweeps back into town, and tries to drag Eugene back into his thieving ways.





"In Like Flynn" - In order to prank a rival monarch, King Frederic recruits Eugene to help pull off a scheme. But the odd pairing quickly causes tension, as King Frederic repeatedly ignores Eugene's expert advice. Meanwhile, back at the castle, Rapunzel tries to master the art of the prank.





"Great Expotations" - Cassandra is given the chance to be a guard for the Judge of the Exposition of the Sciences, that is, if she can complete her handmaiden duties in time and enlists Varian's help Meanwhile Rapunzel tries her hand at inventing, but struggles with inventor's block.





"Under Raps" - Rapunzel discovers that Cassandra has a new crush and is excited by the prospect of going on "double dates" with her best friend. However, Cassandra's not so eager to become a foursome, and we soon discover that her new beau may be interested in something much more malevolent than Cassandra's heart.





"One Angry Princess" - When Attila is accused of destroying Monty's Sweet Shoppe, Rapunzel is the only one who believes the Pub Thug's cries of innocence. She's given 24 hours to prove he didn't commit the crime, so she puts on her detective hat and pounds the pavement.





"Queen for a Day" (midseason) - Rapunzel is excited for her first turn as a leader when the King and Queen leave town to celebrate their anniversary. But when a terrible blizzard threatens to destroy Corona, the Princess is faced with some gut-wrenching decisions in this mid-season tentpole.





"Painter's Block" - In the aftermath of the blizzard and her turn as Corona's leader, Rapunzel's confidence is shaken. In an effort to get her "mojo" back, she rededicates herself to painting, and enrolls in an art class. But the teacher turns out to be something far different than the kindly old lady she appears to be.





"Pascal's Story" - When Pascal begins to feel that he doesn't fit in to Rapunzel's new life in the castle, he runs away and returns to the tower.





"Big Brothers of Corona" - When an infamous master thief terrorizing Corona turns out to be two orphaned little girls, Lance and Eugene take the pair under their wings. Using their own experiences as thieves, the two try to turn the girls away from their life of crime.





"Not in the Mood" - Fed up with the constant bickering, Max and Pascal give Rapunzel, Cassandra, and Eugene an attitude reversing potion. Unfortunately, the elixir is stronger than anticipated, and it turns our heroes into irrational opposite versions of themselves.





"The Wrath of Ruthless Ruth" - When The Snuggly Duckling becomes haunted by its original owner, Ruthless Ruth, Rapunzel helps the Pub Thugs to figure out what the ghost wants from them, or more specifically, from her. Surprisingly, the task becomes much more fun than it is frightful, and they're able to help the ghost to freedom.





"Max's Enemy"- When a new crime-fighting horse arrives in Corona, it appears that Maximus has found a best buddy. But it doesn't take long for Max to realize his new stable-mate didn't come to town to make nice.





"The Way of the Willow" - When she discovers that Queen Arianna has an estranged sister, Rapunzel invites her newly discovered Aunt Willow to Corona. Unfortunately, however, it soon becomes apparent that there's a reason the two sisters were estranged.





"The Quest for Varian" - When Rapunzel investigates a cryptic message from an old friend, she finds herself on the run from a group of masked men after the secret she's discovered.





"The Alchemist Returns" - Rapunzel discovers that the sun-drop flower still exists, but in order to get it, she must survive a trap-filled journey.





"Secret of the Sun Drop" (finale) - Rapunzel must face her greatest threat yet, when the Queen is taken prisoner by an old foe. Rapunzel and the King must put aside their differences and come to the Queen's rescue.











Season Two

In season two, "Rapunzel's Tangled Adventure," Rapunzel, Eugene, Cassandra, Lance, Hook Foot, Shorty, Maximus, Fidella, and Pascal explore the world beyond the walls of Corona in search of the Dark Kingdom, the source of the rocks from season one.

Throughout their adventurous journey, they discover new lands, new cultures and strange new creatures. For example, Rapunzel and the gang come across an island tribe of leaf people, the Lorbs, who have found Rapunzel's old extinguished birthday lanterns (that fell from the sky) and have incorporated them into their culture. The tribe thinks the lanterns are signs from the gods and when Rapunzel and company show up, they mistake Pascal as their god. Our heroes also meet a group called The Brotherhood, who seem set on keeping them from their destination. On their journey, Eugene will uncover a secret from his past and Cassandra will discover a horrifying connection between herself and Rapunzel. At the end of season two, the crew finds the Dark Castle. They come to find that the Dark King was actually the last in a long line of noble men sworn to protect the Moonstone. In fact, the true villain emerges toward the end of the season in a surprise twist. As we move into season three, Rapunzel must face this new villain and become the Queen she was destined to be.



ADIRA - Adira is an eccentric excursionist and member of The Brotherhood. She has spent years alone on the road surviving in the harshest of elements. She is tough, gallant, and full of both herself and tales from her adventurous past.





BARON - The Baron is a menacing, sadistic and feared businessman whose shady dealings have amassed him a small fortune. He employs an army of deadly henchmen and minions to guard his treasure, and he callously mistreats them. The Baron is also the father of Eugene's ex-fiance, Stalyan, and has had it out for Eugene for not marrying his daughter Stalyan.

STALYAN - Stalyan is an old flame of Eugene's back from his "Flynn Rider" days, and badly wants to rekindle their relationship. She's an immoral pickpocket and daughter of the kingpin of the underworld, The Baron. Stalyan is dangerous, clever and cool as a cucumber.





ANTHONY THE WEASEL - Anthony the Weasel is The Baron's evil right hand man. Weasel is smarmy, egotistical and hungry for power, and jumps at any opportunity to take the reins. He has unattractively pointed features, hence the nickname "Weasel."



QUAID - Captain Quaid was sheriff of the once-glorious city of Vardaros. Today, he's an old man who's lost his faith in the people of his city. He devotes his free time to creatures that—unlike the Vardarans—won't let him down: bees (he loves making honey). He's not as quick with the blade or as strong as he used to be, but his wits are still sharp. He's irascible, gruff, and has no time for nonsense.

VEX - Vex is a whip-smart, no-nonsense teenage weapons dealer that Rapunzel and the gang meet in the crime-ridden city of Vardaros. Inspired by Rapunzel, she has a change of heart, and becomes a caring, heroic citizen and ally.





VIGOR - Vigor the Visionary is a monkey who can predict the future. At least, Madame Canardist, his handler, claims he can. He travels with Canardist in her vardo, which rolls from town to town in search of customers willing to fork over five silver pieces for their fortunes. Vigor wears a turban, and makes his "prognostications" after staring into a crystal ball in Madame Canardist's wagon. His fortunes are frustratingly vague—of the sort one might find in a fortune cookie—yet they tend to come true. Despite Vigor's questionable predictions, we will discover that he in fact holds a secret power that goes beyond what anybody could have imagined.

MADAME CANAR DIST - Madame Canardist is a mysterious woman with a strange accent of indeterminable origin. Part sweet elder, part mystic, part used car saleswoman, she is the caretaker and translator of Vigor the Visionary (a monkey which, she claims, is a powerful psychic). She's a nomad, traveling the countryside with Vigor in an old rickety vardo. Canardist uses her exotic dress and ambiguous accent to sell road-weary travelers (like Rapunzel and Eugene) on purchasing a reading from the great Vigor, nickel and diming them for every cent she can get. It is never clear if Canardist truly believes that Vigor is psychic or if she's simply fully committed to running a scam. And while she does use Vigor as a "meal ticket," she truly cares for him very much and is heart-broken for the loss of her companion when he is taken from their wagon.





THE LORBS - Small, green, leaf-like creatures who speak in Old World Dutch-style accents, the Lorbs are indigenous to tropical Tirapai Island. Their village, Lorbwalda, features dome-shaped villas and lush vegetation, and is the location where the Corona Lanterns—released every year by King Frederic on Rapunzel's birthday—have settled back down to earth (the superstitious Lorbs mistake the lanterns as "gifts from the heavens"). A festive group, the Lorbs also work hard at harvesting their beloved Pompoen fruit. They live in fear of the monstrous "firefly"— a beast which regularly returns to their land and destroys their crops—and eagerly await the return of a legendary "Lizard King" (for whom they mistake Pascal) to defeat this menace.

SERAPHINA - Seraphina is a stunningly beautiful mermaid—azure eyes and wind-tussled hair—with a 1940s-style sarcasm of Bacall or Hepburn. She takes a liking to, and eventually falls madly in love with, Hook Foot. But she has a secret: she's a wanted thief! She has stolen a valuable pearl from the deep called The Mariner's Pearl, and she means to swim to far seas and use the pearl to start a new life. But her love for Hook Foot will ultimately change her outlook on life.



VIRTUOUS ST. GOODBERRY - A big man with a wide, jolly grin and a bellowing laugh, Virtuous St. Goodberry is a fast-talking host of a series of "WWE-esque" fights. He's an opportunistic man with a strong streak of showmanship. He's not the most honest guy, but he's got a good eye for talent and will never pass up the chance to make some fast cash on a high-stakes game.





CONSTABLE LUMPH - The chief lawman in the Hamlet of Pincosta, a modest berg distinguished by its prized possession: The Eye of Pincosta, a dazzlingly large diamond. Unfortunately, the Eye was stolen years back by Flynn Rider. When Eugene walks through town again, Lumph wastes no time locking up Eugene and holding him accountable for his theft. Lumph is a bitter, self-important, and somewhat pretentious man who relishes locking Eugene into a cell, and taunts Eugene at every opportunity.

MALICE MARAUDER- is the younger, tougher and waaaaay tinier sister of warrior champion Wreck Marauder. A warrior of few words, Malice is a fierce barbarian who is not above fighting dirty to win a brawl.





HECTOR - Hector is a member of the mysterious group, The Brotherhood, charged with protecting the Moonstone held deep within the walls of the Dark Kingdom. Feral and temperamental, Hector is fiercely loyal to King Edmund...with an emphasis on the "fierce." He is an expert combatant (able to defeat Adira handily) who lives for nothing but the thrill of the fight. Though raised amongst humans, he prefers to live outside in the wild with the animals to whom he relates. He makes his home in The Great Tree with his pet bearcats, where he lies in wait to deter any who dare seek the Moonstone.

DARK KING - King Edmund is the last in a long line of protectors of an ancient, magical artifact known as the Moonstone. Years ago, he sought to destroy the dangerous relic, but an accident left his kingdom in ruins. Fearing the magic would further imperil the citizens of his kingdom, he dismissed his subjects and dedicated his life to the burdensome task of protecting the world from the stone's power. When we first meet him, Edmund is a formidable, mysterious hermit. But once he interacts with Rapunzel, he finds her free spirit infectious and lets his guard down, revealing a bizarrely charming affability.





HAMUEL - is the loyal, dopey raven sidekick and pet to the Dark King himself, Edmund. Hamuel has followed Edmund to Corona where his dunderheadedness manages to confound all he meets.

KING TREVOR - A bully from the neighboring kingdom of Equis who has tormented King Frederic since their youths, King Trevor is a spoiled, self-important snob who considers himself the sole mastermind behind Equis's current prosperity (even though credit for that is due entirely to the wise investments of his forebears). Once considered handsome in his youth, Trevor currently looks like an aging former heartthrob who is desperately (and somewhat sadly) trying to hold on to his former glory. In his heart, he's not a bad guy, but his innate inferiority complex pushes him to demean others as a way to feel better about himself, which is why he constantly has to prove he's better than King Frederic and Corona.





HOOK HAND - is one of the original Pub Thugs from the movie, "Tangled." Hook Hand is the older brother of series regular, Hook Foot, who left the Snuggly Duckling and Corona to chase down his dream of becoming a world-famous pianist. And while he did achieve that dream, Hook Hand let success get to his head and allowed himself to forget all about his Pub Thug roots..

MATTHEWS - The sole full-time resident of the House of Yesterday's Tomorrow, Matthews is as enigmatic as the mysterious inn itself. He's a slight, fastidious man with a pencil-thin moustache who plays host with equal parts warmth and detachment. And while he portrays himself as someone most interested in helping the inn's visitors, his ultimate intentions—when they, at long last, become clear — are of a much more sinister nature.



Season Two Locations

Caravan

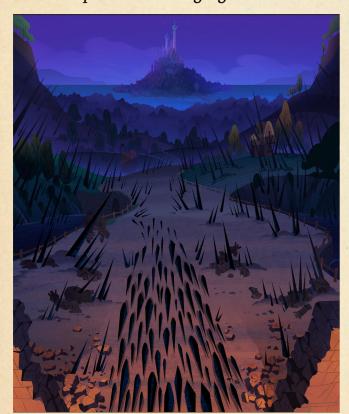
The Caravan is a mobile home for Rapunzel and the gang as they follow the black rock trail. It is pulled by Maximus and Fidella and divided into two halves—one side for the female members of the party (Rapunzel and Cassandra) and one for the male travelers (Eugene, Lance, Hook Foot and Shorty). Though little expense seems to have been spared in the design of this ornate vehicle, it has not necessarily been prepared for all of the rigors that the road throws its way, and is frequently in need of repair.





Black Rock Path

When Rapunzel clutches the black rocks at the conclusion of her battle with Varian and his automatons (in the season one finale), the trail of rocks that once devastated the land now create a road. It's this path that Rapunzel and the gang follow in the caravan on their way toward the Dark Kingdom.







Vardaros

Vardaros is our team's first stop on the road in season two. Once a vibrant and colorful town (think Las Vegas), Vardaros has become a slum overcome by crime, thanks to the Baron.

Danger lurks around every corner and no one can be trusted. In the premiere, Rapunzel and company overthrow the baron to win the day. However, they refuse to leave the city worse than they found it.

Over the course of our gang's stay and with the motif of teamwork, we see them help turn the city around, so that by the time they leave, it's on the path to becoming great again.





Forest of No Return

Few have made it through to the other side of the deadly Forest of No Return alive. The Forest of No Return is a living maze; it is in perpetual motion and changes without warning. The only way to safely navigate its gauntlet of lethal flora and fauna is to follow an enchanted map that changes along with the forest. And speaking of lethal flora and fauna, the most dangerous of the forest's creatures is the Drexis, a human-sized spider-bat that resembles a flower when its beautiful wings are folded.





Tirapai Island

A tropical island with white sandy beaches, inlets, and coves, Tirapai is where Rapunzel and gang get shipwrecked after a big storm. As the plaque on the island reads, Tirapai is an "agricultural port known for its bountiful fruit. The waning of the moon sharpens the sweetness of its crop, making the lunar eclipse an optimal time to harvest. A cargo ferry arrives to bring the island's fruit to the mainland each eclipse." The "crop" is a fruit called pompoen, which is harvested by a tribe of small, leaf-like indigenous creatures called "The Lorbs." The island is also where Hook Foot meets and falls in love with a mermaid named Seraphina. Though the island looks like a gorgeous resort, the gang is eager to find their way off the island to continue on their journey.



Lorb Village

Tirapai's Lorb Village, or "Lorbwalda" as the Lorbs call it, comprises dome-shaped villas and lush vegetation. Here Lorb children frolic, while Lorb adults tend to chores—such as harvesting their beloved pompoen fruit. Here is where the CORONA LANTERNS—released by King Frederic every year on Rapunzel's birthday—have settled back down to earth. The Lorbs mistake these lanterns as "gifts from the heavens." The Lorbs and their village are terrorized by a monstrous, fire-breathing insect known as the "firefly." Rapunzel ultimately learns that the insect's behavior is a result of its eating too many local peppers, which gave it fiery indigestion.



Pincosta

A quaint town nestled in a valley along the black rock path, the hamlet of Pincosta is known for its warm smiles, hearty handshakes and world famous Pincostan Pecan Pie! (So says the travel guide Rapunzel memorized.) For years, the town idolized its most sacred treasure: the Eye of Pincosta, one of the largest diamonds in all the land. That is until Eugene, along with his then-girlfriend Stalyan, stole it. Now the town's constable, an imperious, goofily-dressed-but-nonetheless-holds-a-humongous-grudge Lumph has it out for Eugene. He and Rapunzel's friends are held in the town's small jail until Rapunzel can find and return the diamond.



The Great Tree

In between two mountains sits The Great Tree, which is in fact hundreds of giant, sequoia-like trees that have grown closely together. Over the millennia, they have intertwined to become a single tree as big as a mountain. Traveling through its hollowed-out-inside is the quickest way through the mountain range. Hector, the most sadistic of King Edmund's The Brotherhood, dwells in The Great Tree to make sure any interlopers or those otherwise curious about the Dark Kingdom meet a sorrowful end. Thousands of years ago, the tree was once a sentient being, a force for good. But it was corrupted by the evil sorcerer—Zhan Tiri—so that it would destroy any who approached. But Zhan Tiri's mortal enemy, Lord Demanitus, found a way to destroy the tree by piercing its heart with an enchanted spear.



House of Yesterday's Tomorrow

Caught in a violent storm, Rapunzel and the gang are forced to seek shelter in an opulent, yet bizarre mansion where they are met by a strange host who gives them a change of clothes (formal wear) and provides sleeping quarters for the night. Soon enough, they discover that not only is the house magical, but they are trapped!





Dark Kingdom

In the middle of a black, jagged desolate landscape is the spire-ridden Dark Kingdom. Thousands of years ago, the Moonstone caused a monolithic black rock to sprout, which eventually grew into the Dark Kingdom—a towering castle of glistening, razor-sharp rocks. A long line of descendants has dwelt in this kingdom, each of them swearing to protect the sacred Moonstone held in the kingdom from the outside world. Today, King Edmond lives there, and he has commanded his best warriors—The Brotherhood—to leave the kingdom and ensure that nobody ever finds the Moonstone for it is too dangerous for any man to hold.





"Beyond the Corona Walls" (premiere) - Finally outside the kingdom's walls, Rapunzel begins her long journey following the path of the black rocks, wherever they may lead. However, the group hits a snag on the road in the city of Vardaros, when Eugene is taken prisoner by an old foe. As Rapunzel attempts to rescue the love of her life, she discovers a dark secret from Flynn Rider's past!





"The Return of Quaid" - When a new crime boss tries to rise to power in Vardaros, Rapunzel seeks to coax an old lawman out of retirement to help save the day.





"Goodbye and Goodwill" - Rapunzel's thrilled about her plan to bring the Goodwill Festival-a proud, Corona tradition—to Vardaros. But when the locals respond more favorably to Cassandra's ideas for the festival, Rapunzel's competitive juices start flowing. She vows to create the "edgiest" version of the festival ever.





"Forest of No Return" - Rapunzel and gang become lost in the mysterious Forest of No Return. In order to cross the dangerous, impossible-to-navigate area, they must rely on the mysterious Adira as their guide. But can Adira be trusted? Eugene certainly doesn't think so.





"Freebird" - Rapunzel's adventurous spirit leads them to a bizarre, hidden corner of the woods, where she and Cassandra (and soon, the rest of the gang) are magically transformed into birds. At first a thrill, the experience takes a dark turn when the ulterior motives of the mysterious locals who've facilitated this change come into focus.





"Vigor the Visionary" - When Rapunzel and Eugene visit a psychic monkey, his visions lead them on a madcap journey to find the family of their old friend and young thief, Angry.





"Keeper of the Spire" - To acquire a piece of the scroll, Rapunzel must travel to an ancient museum at the top of an impossibly tall spire. Making matters worse, she has to travel with the museum's incredibly arrogant curator.





"King Pascal" - The group lands on a tropical island, where the inhabitants, the diminutive Lorbs, mistake Pascal for the mystical ruler they've been waiting centuries for. The tiny chameleon soaks up the praise, and ignores his friends in the process. Things take a harsh turn when Pascal realizes the Lorbs expect their "King" to protect them from a vicious monster.



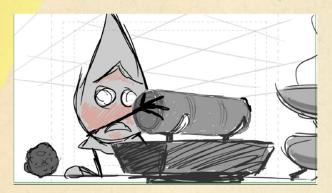


"There's Something About Hook Foot" - Hook Foot falls in love with a mermaid with ulterior motives.



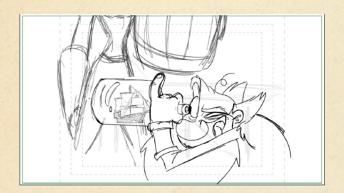


"Happiness Is..." - A homesick Rapunzel discovers a mysterious idol with the power to bring instant happiness to whomever holds it, but its power threatens to tear the group apart.





"Max and Eugene in 'Peril on the High Seas'" - Through a series of events, Max and Eugene are stranded at sea. They believe they've been saved by a passing ship, only to discover that they've boarded a prison barge that's recently succumbed to mutiny by the inmates.





"Curses!" - Rapunzel again encounters Madame Canardist and Vigor the Visionary.

This time, Vigor puts a bad-luck curse on Rapunzel just before she and her friends are about to cross a perilous mountain pass.





"The Eye of Pincosta" - To bail Eugene out of jail, Rapunzel must team up with Stalyan, Eugene's ex-fiancée, to find a diamond the two thieves had stolen years ago.





"Rapunzel and The Great Tree (midseason)" - The Black Rock trail leads Rapunzel and gang to the most treacherous obstacle they've faced yet: The Great Tree, an ancient, mountain-sized tree. Once there, our hero not only encounters a new adversary in the mighty Hector, but she also discovers the Moon Incantation — the magical counterpart to the sun incantation, which once gave her legendary healing abilities. This incantation, however, grants Rapunzel the power to destroy (not to mention it turns her hair black)! When Hector proves to be more than a match for Rapunzel and company, the princess realizes her only chance to defeat him and to save her friends rests in this new incantation... but will its uncontrollable dark power do more harm than good?





"The Brothers Hook" - Rapunzel tries to lift everyone's spirits by taking them to see Hook Hand in concert, but the reunion of the Hook Brothers brings up bad memories for Hook Foot.



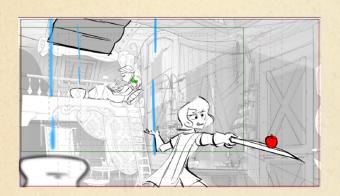


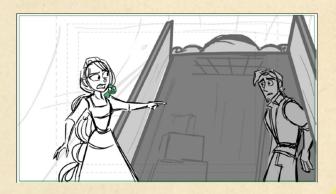
"Rapunzel: Day One" - Rapunzel is accidentally zapped by a memory spell, and forgets everything that has happened to her since leaving the tower.





"Mirror, Mirror" - The gang comes across a strange mansion in the middle of nowhere: The House of Yesterday's Tomorrow. However, their stay is interrupted when they find strange happenings when they gaze in a mirror.





"You're Kidding Me!" - While the gang tries to find a way out of The House of Yesterday's Tomorrow, Cassandra, Lance, and Shorty are magically transformed into child versions of themselves. Rapunzel and Eugene are forced to try their hand at parenting as they attempt to wrangle the kids and find a cure.





"Rapunzeltopia" - Rapunzel wakes up and finds herself back in Corona with short, brown hair and a seemingly perfect life - as if all the events of the past two seasons had never happened. However, when she encounters a mysterious, yet all too familiar informant, Rapunzel learns that she is living a lie and must do anything to break out of it.



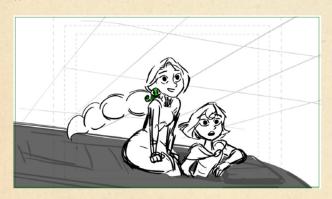


"Lost and Found" - Rapunzel and Eugene must traverse a deadly maze and their guide through the labyrinth is none other than Vigor the Visionary. Along the way, Rapunzel discovers that the primate prognosticator has been withholding a secret that will change her life forever.





"Destinies Collide" - Rapunzel follows the black rocks to the Dark Kingdom to uncover the truth behind her destiny. But she's not alone as Eugene and Cassandra discover secrets of their own.





"Pluj Est Est l'OUS" - Glen Keane

"There is More in You"

